



Bard 1	0
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Human	EXPERIENCE
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RACE/ANCESTRY/HERITAGE	
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0	POINTS
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Entertainer	
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BACKGROUND	

STR **+1**
13

DEX **+2**
15

CON **+2**
14

INT **-1**
9

WIS **+0**
11

CHA **+3**
16

+2 PROFICIENCY BONUS

SAVING THROWS

- +1 Strength Saves
- +4 Dexterity Saves *
- +2 Constitution Saves
- 1 Intelligence Saves
- +0 Wisdom Saves
- +5 Charisma Saves *

* Prof. bonus added

SKILLS

- +4 Acrobatics (Dex) *
- +0 Animal Handling (Wis)
- +1 Arcana (Int) *
- +1 Athletics (Str)
- +5 Deception (Cha) *
- 1 History (Int)
- +0 Insight (Wis)
- +3 Intimidation (Cha)
- 1 Investigation (Int)
- +0 Medicine (Wis)
- 1 Nature (Int)
- +0 Perception (Wis)
- +5 Performance (Cha) *
- +3 Persuasion (Cha)
- 1 Religion (Int)
- +4 Sleight of Hand (Dex) *
- +4 Stealth (Dex) *
- +0 Survival (Wis)

* Prof. bonus added

10 PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS (AC) **13**

INITIATIVE **+2**

SPEED **30 ft.**

HIT POINTS **10**

HIT DICE **1d8**

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d8+2 piercing damage.

Dagger (offhand, two-weapon fighting as bonus action). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Vicious Mockery Cantrip. *Ranged Spell Attack:* Target within 60 feet that can hear you must make a DC 13 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on next attack made before the end of its next turn. (No damage if made save.)

ALIGNMENT

Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Entertainer Background [PHB p. 130]

- **Feature:** By Popular Demand.
- **Traits:** Has hilarious comic timing. Aloof manner.
- **Ideal:** Does it for the fans.
- **Bond:** Idolizes famous hero.
- **Flaw:** Never resists a pretty face.

PROFICIENCIES & LANGUAGE

Armor: light armor
Weapons: simple weapons, hand crossbow, longsword, rapier, shortsword
Tools: musical instrument (bagpipes), disguise kit, musical instrument (drum), musical instrument (lute)
Saving Throws: Dexterity, Charisma
Skills: Acrobatics, Arcana, Deception, Performance, Sleight of Hand, Stealth
Languages: Common, Orc

RACE

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 20 years old
- Medium Size (5' 10", 194 lbs.)

CLASS

Bard Class Features [PHB p. 41]

- Ritual Casting
- Bardic Inspiration (d6) (3 uses per day)

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +5
Spell Save DC 13

Cantrips Known: *Blade Ward, Vicious Mockery*

Prepared Spells

1st Level (2 slots): *Detect Magic, Cure Wounds, Charm Person, Faerie Fire*

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), rapier, dagger, diplomat's pack (chest, 2 cases for papers, set of fine clothes, ink bottle, ink pen, lamp, 2 flasks of oil, 5 paper sheets, perfume vial, sealing wax, soap), belt pouch, set of common clothes, set of costume clothes, a musical instrument, an admirer's love letter. (This load is about 76 lbs.; add 1 lb. per 50 coins carried.)

Lifting & Carrying: 195 lbs. max. carrying capacity; 390 lbs. pushing or dragging (speed -5 ft.); 390 lbs. max. lift.

Coins & Gems: 7 gold pieces (gp); 35 silver pieces (sp); 4 copper pieces (cp); 2 gems (worth 10 gp each)